

ABSTRACT

Disclosed are stand-alone and networked game table video or entertainment system for use in conjunction with a primary or underlying table game. The system includes a video display, and table interface device, and a player input device associated with one or more game tables. The video display, table interface device, and player interface device communicate via a computer, which cooperatively provide video, audio, text, or images on the video display and provide the game player with the opportunity to play a side wager or secondary game of chance at the game table. The system may be used to also provide other types of video content, such as attract mode video, conventional TV or cable channels, audio entertainment, and text or image banner information or advertisements.